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1 WebGroup: a secure group access control tool for the World-Wide Web
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Enabling Technologies: Infrastructure for Collaborative Enterprises, 1998. (WICE '98) Proceedings., Seventh IEEE International Workshops on , 17-19 June

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2 It all starts at the server [World Wide Web and FastCGI]
Adida, B.;

Internet Computing, IEEE , Volume: 1 , Issue: 1 , Jan.-Feb. 1997

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3 Securing the Web
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Sagar, M.S.;

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5 Online workspaces for annotation and discussion of documents*Takeda, T.; Suthers, D.;*

Computers in Education, 2002. Proceedings. International Conference on , 3-2002

Pages:1294 - 1298 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(548 KB\)\]](#) IEEE CNF**6 A web-based testing system with dynamic question generation***McGough, J.; Mortensen, J.; Johnson, J.; Fadali, S.;*

Frontiers in Education Conference, 2001. 31st Annual , Volume: 3 , 10-13 Oc 2001

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[\[Abstract\]](#) [\[PDF Full-Text \(425 KB\)\]](#) IEEE CNF**7 Enhancement of semiconductor equipment communications using a enabled equipment driver***Fan-Tien Cheng; Meng-Tsang Lin;*

Semiconductor Manufacturing, IEEE Transactions on , Volume: 14 , Issue: 4 , 2001

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Trampus, M.; Ciglaric, M.; Pancur, M.; Vidmar, T.;
Parallel and Distributed Processing Symposium, 2003. Proceedings.
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13 Research on and pure Java realization of a Web-based mobile robo system

Qijun Chen; Haixia Geng; Peng-Yung Woo;
American Control Conference, 2003. Proceedings of the 2003 , Volume: 1 , 4-
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14 Standards-based languages for programming Web navigation assis

Centeno, V.L.; Fernandez, L.S.; Kloos, C.D.; Breuer, P.T.; Cabellos, M.E.G.;
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15 Mining client-side activity for personalization

Fenstermacher, K.D.; Ginsburg, M.;
Advanced Issues of E-Commerce and Web-Based Information Systems, 2002
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1 [Digital government: Use of the SAND spatial browser for digital government applications](#)

Hanan Samet, Houman Alborzi, František Brabec, Claudio Esperança, Gísli R. Hjaltason, Frank Morgan, Egemen Tanin
January 2003 **Communications of the ACM**, Volume 46 Issue 1

 Full text available: pdf(465.38 KB)
 html(20.27 KB)
Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Numerous federal agencies produce official statistics made accessible to ordinary citizens for searching and data retrieval. This is frequently done via the Internet through a Web browser interface. If this data is presented in textual format, it can often be searched and retrieved by such attributes as topic, responsible agency, keywords, or press release. However, if the data is of spatial nature, for example, in the form of a map, then using text-based queries is often too cumbersome for the ...

Keywords: GIS

2 [Integrating web sites and databases](#)

Mike Morrison, Joline Morrison, Anthony Keys
September 2002 **Communications of the ACM**, Volume 45 Issue 9

 Full text available: pdf(135.26 KB)
 html(44.19 KB)
Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Web site developers creating 'data-based Web pages' that interact with organizational databases need to know server- and client-side processing.

3 [Modeling Web application architectures with UML](#)

Jim Conallen
October 1999 **Communications of the ACM**, Volume 42 Issue 10

 Full text available: pdf(146.85 KB)
 html(39.12 KB)
Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 [WebQuilt: A proxy-based approach to remote web usability testing](#)

July 2001 **ACM Transactions on Information Systems (TOIS)**, Volume 19 Issue 3

Full text available:  [pdf\(2.89 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)


WebQuilt is a web logging and visualization system that helps web design teams run usability tests (both local and remote) and analyze the collected data. Logging is done through a proxy, overcoming many of the problems with server-side and client-side logging. Captured usage traces can be aggregated and visualized in a zooming interface that shows the web pages people viewed. The visualization also shows the most common paths taken through the web site for a given task, as well as the optimal p ...

Keywords: Usability evaluation, WebQuilt, log file analysis, web proxy, web visualization

5 Building multi-device, component-based, thin-client groupware: issues and experiences

John Grundy, Xing Wang, John Hosking

January 2002 **Australian Computer Science Communications , Third Australasian conference on User interfaces - Volume 7**, Volume 24 Issue 4

Full text available:  [pdf\(1.34 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The use of groupware, or collaborative work-supporting technologies, has become widespread, but many existing groupware systems are too difficult to integrate with domain-specific software applications, only work for specific user interface hardware, or provide inappropriate, thick-client architectural solutions. We describe a set of server-side software components we have developed providing a variety of thin-client groupware solutions (chat, email, annotation, to-do lists, notification etc). ...

Keywords: groupware, mobile user interfaces, software architecture, thin-client user interfaces

6 WebQuilt: a framework for capturing and visualizing the web experience

Jason I. Hong, James A. Landay

April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available:  [pdf\(611.22 KB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: WebQuilt, log file analysis, usability evaluation, web proxy, web visualization

7 WME: towards a web for mathematics education

Paul S. Wang, Norbert Kajler, Yi Zhou, Xiao Zou

August 2003 **Proceedings of the 2003 international symposium on Symbolic and algebraic computation**

Full text available:  [pdf\(133.39 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Reported is an approach for *Web-based Mathematics Education* (WME). The WME framework is a distributed system that aims to create a *Web for mathematics education*. Components of the WME framework include the *Mathematics Education Markup Language* (MeML) for page markup, regular Web servers to deliver pages, WME Page Processors to enable common Web browsers to receive MeML pages, and a variety of WME services (mathematical and educational) to supply power and interactivity to Me ...

Keywords: MeML, WME, education, markup, mathematics, mathematics education markup

protocol, mathematics education service language, web, web-based mathematics education

8 Session 5: VRML97 distributed authoring interface

Stéphane Louis Dit, Samuel Degrande, Christophe Gransart, Christophe Chaillou, Grégory Saugis

March 2003 **Proceeding of the eighth international conference on 3D Web technology**

Full text available:  pdf(1.63 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper, we present the design and implementation of the VRML97 Distributed Authoring Interface (DAI) introduced in Spin-3D, a distributed Collaborative Virtual Environment (CVE). Our proposal is a powerful interface, very close to the classical VRML97 External Authoring Interface (EAI). The DAI allows the connection of any external application with the Spin-3D CVE platform. With the Spin-3D CVE platform and the DAI, it will be easy to develop collaborative applications. We use the Common ...

Keywords: Collaborative Virtual Environment (CVE), Common Object Request Broker Architecture (CORBA), External Application Interface (EAI), Virtual Reality Modeling Language (VRML)

9 Building database applications of virtual reality with X-VRML

Krzysztof Walczak, Wojciech Cellary

February 2002 **Proceeding of the seventh international conference on 3D Web technology**

Full text available:  pdf(512.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A new method of building active database-driven virtual reality applications is presented. The term "active" is used to describe applications that allow server-side user interaction, dynamic composition of virtual scenes, access to on-line data, continuous visualization, and implementation of persistency. The use of the X-VRML language for building active applications of virtual reality is proposed. X-VRML is a high-level XML-based language that overcomes the main limitations of the current virtual ...

Keywords: Java, MPEG-4, VRML, Web3D, XML, databases, multimedia

10 Can Web development courses avoid obsolescence?

Frank Klassner

July 2000 **ACM SIGCSE Bulletin , Proceedings of the 5th annual SIGCSE/SIGCUE ITiCSE conference on Innovation and technology in computer science education**, Volume 32 Issue 3

Full text available:  pdf(482.03 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Yes.

Keywords: Web development, upper division course

11 Server-side scripting using active server pages and VBScript

John D. Haney, Craig A. VanLengen

October 2000 **The Journal of Computing in Small Colleges**, Volume 16 Issue 1

Full text available:  pdf(126.26 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

12 A secure and private system for subscription-based remote services

Pino Persiano, Ivan Visconti

November 2003 **ACM Transactions on Information and System Security (TISSEC)**, Volume 6 Issue 4

Full text available:  [pdf\(241.65 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we study privacy issues regarding the use of the SSL/TLS protocol and X.509 certificates. Our main attention is placed on subscription-based remote services (e.g., subscription to newspapers and databases) where the service manager charges a flat fee for a period of time independent of the actual number of times the service is requested. We start by pointing out that restricting the access to such services by using X.509 certificates and the SSL/TLS protocol, while preserving the in ...

Keywords: Access control, anonymity, cryptographic algorithms and protocols, privacy, world-wide web

13 Survey articles: Web usage mining: discovery and applications of usage patterns from Web data

Jaideep Srivastava, Robert Cooley, Mukund Deshpande, Pang-Ning Tan

January 2000 **ACM SIGKDD Explorations Newsletter**, Volume 1 Issue 2

Full text available:  [pdf\(1.44 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Web usage mining is the application of data mining techniques to discover usage patterns from Web data, in order to understand and better serve the needs of Web-based applications. Web usage mining consists of three phases, namely *preprocessing*, *pattern discovery*, and *pattern analysis*. This paper describes each of these phases in detail. Given its application potential, Web usage mining has seen a rapid increase in interest, from both the research and practice communities. This paper ...

Keywords: data mining, web usage mining, world wide web

14 An efficient and lightweight embedded Web server for Web-based network element management

Hong-Taek Ju, Mi-Joung Choi, James W. Hong

September 2000 **International Journal of Network Management**, Volume 10 Issue 5

Full text available:  [pdf\(428.26 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

An Embedded Web Server (EWS) is a Web server which runs on an embedded system with limited computing resources to serve embedded Web documents to a Web browser. By embedding a Web server into a network device, it is possible to provide a Web-based management user interface, which are user-friendly, inexpensive, cross-platform, and network-ready. This article explores the topic of an efficient and lightweight embedded Web server for Web-based network ...

15 Client-server computing in mobile environments

Jin Jing, Abdelsalam Sumi Helal, Ahmed Elmagarmid

June 1999 **ACM Computing Surveys (CSUR)**, Volume 31 Issue 2

Full text available:  [pdf\(233.31 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Recent advances in wireless data networking and portable information appliances have engendered a new paradigm of computing, called mobile computing, in which users carrying portable devices have access to data and information services regardless of their physical


location or movement behavior. In the meantime, research addressing information access in mobile environments has proliferated. In this survey, we provide a concrete framework and categorization of the various way ...

Keywords: application adaptation, cache invalidation, caching, client/server, data dissemination, disconnected operation, mobile applications, mobile client/server, mobile computing, mobile data, mobility awareness, survey, system application

16 GIS and the internet: Remote access to large spatial databases

Egemen Tanin, František Brabec, Hanan Samet

November 2002 **Proceedings of the tenth ACM international symposium on Advances in geographic information systems**

Full text available:  pdf(321.92 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Enterprises in the public and private sectors have been making their large spatial data archives available over the Internet. However, interactive work with such large volumes of online spatial data is a challenging task. We propose two efficient approaches to remote access to large spatial data. First, we introduce a client-server architecture where the work is distributed between the server and the individual clients for spatial query evaluation, data visualization, and data management. We ena ...

Keywords: GIS, client/server, internet, peer-to-peer

17 Software engineering for Web application development

Samuel Hsieh

October 2003 **The Journal of Computing in Small Colleges**, Volume 19 Issue 1

Full text available:  pdf(109.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A methodology for Web-based application development is presented. The methodology serves as a road map to guide student project development. Project development proceeds in three phases: structural design, detailed design, and implementation. Structural design views a system at the Web-page level, detailed design deals with intra-page issues, and implementation is logically segmented into four steps: implementation of the visual interface, client-side scripting, sever-side scripting for the visi ...

18 At the Forge

Reuven M. Lerner

June 1998 **Linux Journal**

Full text available:  html(19.60 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Server-Side Includes: Don't want to learn CGI but still want dynamic web pages? Mr. Lerner introduces us to server-side includes

19 Power browser: efficient Web browsing for PDAs

Orkut Buyukkokten, Hector Garcia-Molina, Andreas Paepcke, Terry Winograd

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available:  pdf(992.84 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citing terms](#), [index terms](#)

We have designed and implemented new Web browsing facilities to support effective navigation on Personal Digital Assistants (PDAs) with limited capabilities: low bandwidth, small display, and slow CPU. The implementation supports wireless browsing from 3Com's Palm Pilot. An HTTP proxy fetches web pages on the client's behalf and dynamically generates summary views to be transmitted to the client. These summaries represent both

the link structure and contents of a set of web pages, using infor ...

Keywords: HTTP, PDA (personal digital assistant), PalmPilot, Web, browser, proxy, wireless

20 Description of prototypes: "Thin" vs. "fat" visualization clients

Mikael Jern

May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  pdf(627.19 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

A thin client, by definition, have minimal software requirements necessary to function as a user interface front-end for a Web enabled application and raises the issue of client vs. server data visualization rendering. Real-time visual data manipulation doesn't translate well into a "thin" client. While the VRML file format allows distribution of visualization scenes to the Web, the user has no access to the actual underlying data source. The "mapping" of numerical data into geometry format (VRM ...

Keywords: "Fat" client, VRML, Web components, information drill-down

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1 [Dealing with server corruption in weakly consistent replicated data systems](#)

 Mike J. Spreitzer, Marvin M. Theimer, Karin Petersen, Alan J. Demers, Douglas B. Terry
 October 1999 **Wireless Networks**, Volume 5 Issue 5

 Full text available: pdf(180.10 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

2 [Intermediaries personalize information streams](#)

 Paul Maglio, Rob Barrett
 August 2000 **Communications of the ACM**, Volume 43 Issue 8

 Full text available: pdf(304.91 KB) html(26.83 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

3 [Dealing with server corruption in weakly consistent, replicated data systems](#)

 Mike J. Spreitzer, Marvin M. Theimer, Karin Petersen, Alan J. Demers, Douglas B. Terry
 September 1997 **Proceedings of the 3rd annual ACM/IEEE international conference on Mobile computing and networking**

 Full text available: pdf(1.14 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 [Distributed programming with intermediate IDL](#)

 Gary W. Smith, Richard A. Volz
 June 1999 **ACM SIGAda Ada Letters, Proceedings of the ninth international workshop on Real-time Ada**, Volume XIX Issue 2

 Full text available: pdf(484.55 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Several heterogeneous-language distributed programming systems have been developed which either use an explicit Interface Definition Language (IDL) for the specification of distributed objects or which directly translate server language specifications to corresponding client language representations. In this paper, we present a new approach which combines the advantages of these prior systems. Our approach uses an IDL as an implicit intermediate step in the translation from server to client lang ...

5

[Intermediary Architecture: interposing middleware object services between Web client](#)

and server

Craig Thompson, Paul Pazandak, Venu Vasudevan, Frank Manola, Mark Palmer, Gil Hansen, Tom Bannon

June 1999 **ACM Computing Surveys (CSUR)**

Full text available:  pdf(33.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes the Intermediary Architecture, a middleware architecture which interposes distributed object services between Web client and server. The architecture extends current Web architectures with a new kind of plug-in, making a new collection of Web applications easier to develop. Example services including Web annotations and Web performance monitoring are described.

Keywords: World Wide Web, annotations, distributed objects, object request brokers

6 Mitigating server-side congestion in the Internet through pseudoserving

Keith Kong, Dipak Ghosal

August 1999 **IEEE/ACM Transactions on Networking (TON)**, Volume 7 Issue 4

Full text available:  pdf(229.43 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: Internet server technology, caching, flash-crowd, pseudoserving

7 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2

Full text available:  pdf(1.41 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

8 Adding force feedback to graphics systems: issues and solutions

William R. Mark, Scott C. Randolph, Mark Finch, James M. Van Verth, Russell M. Taylor

August 1996 **Proceedings of the 23rd annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(199.79 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: force feedback, friction model, haptic, interactive graphics, intermediate surface representation, scientific visualization, virtual environment, virtual world

9 Promises and reality: Server I/O networks past, present, and future

Renato John Recio

August 2003 **Proceedings of the ACM SIGCOMM workshop on Network-I/O convergence: experience, lessons, implications**

Full text available:  [pdf\(225.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Enterprise and technical customers place a diverse set of requirements on server I/O networks. In the past, no single network type has been able to satisfy all of these requirements. As a result several fabric types evolved and several interconnects emerged to satisfy a subset of the requirements. Recently several technologies have emerged that enable a single interconnect to be used as more than one fabric type. This paper will describe the requirements customers place on server I/O networks; t ...

Keywords: 10 GigE, Cluster, Cluster Networks, Gigabit Ethernet, I/O Expansion Network, IOEN, InfiniBand, LAN, PCI, PCI Express, RDMA, RNIC, SAN, Socket Extensions, TOE, IONIC, iSCSI, iSER

10 Designing an Efficient and Scalable Server-side Asynchrony Model for CORBA

Darrell Brunsch, Carlos O'Ryan, Douglas C. Schmidt

August 2001 **ACM SIGPLAN Notices**, Volume 36 Issue 8

Full text available:  [pdf\(234.83 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

When the Asynchronous Method Invocation (AMI) model was introduced into the CORBA specification, client applications benefited from the ability to invoke non-blocking two-way requests. In particular, AMI improved the scalability of clients by removing the restrictions associated with Synchronous Method Invocations (SMI). Server request handling remained synchronous, however, which minimized the benefits of AMI for middle-tier servers, such as firewall gateways and front-end database servers. This ...

Keywords: CORBA, asynchronous method invocation, design patterns

11 Principled design of the modern Web architecture

Roy T. Fielding, Richard N. Taylor

May 2002 **ACM Transactions on Internet Technology (TOIT)**, Volume 2 Issue 2

Full text available:  [pdf\(335.47 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The World Wide Web has succeeded in large part because its software architecture has been designed to meet the needs of an Internet-scale distributed hypermedia application. The modern Web architecture emphasizes scalability of component interactions, generality of interfaces, independent deployment of components, and intermediary components to reduce interaction latency, enforce security, and encapsulate legacy systems. In this article we introduce the Representational State Transfer (REST) arc ...

Keywords: Network-based applications, REST, World Wide Web

12 A market-based architecture for management of geographically dispersed, replicated Web servers

Mehmet Karaul, Yannis A. Korilis, Ariel Orda

October 1998 **Proceedings of the first international conference on Information and computation economies**

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)


Keywords: game theory, load balancing, market-based computing, pricing, resource

allocation

13 Rethinking the design of the Internet: the end-to-end arguments vs. the brave new world

Marjory S. Blumenthal, David D. Clark

August 2001 **ACM Transactions on Internet Technology (TOIT)**, Volume 1 Issue 1

Full text available:  [pdf\(176.33 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This article looks at the Internet and the changing set of requirements for the Internet as it becomes more commercial, more oriented toward the consumer, and used for a wider set of purposes. We discuss a set of principles that have guided the design of the Internet, called the end-to-end arguments, and we conclude that there is a risk that the range of new requirements now emerging could have the consequence of compromising the Internet's original design principles. Were ...

Keywords: ISP, Internet, end-to-end argument

14 Active Proxy-G: optimizing the query execution process in the grid

Henrique Andrade, Tahsin Kurc, Alan Sussman, Joel Saltz

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(247.81 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Grid environment facilitates collaborative work and allows many users to query and process data over geographically dispersed data repositories. Over the past several years, there has been a growing interest in developing applications that interactively analyze datasets, potentially in a collaborative setting. We describe the Active Proxy-G service that is able to cache query results, use those results for answering new incoming queries, generate subqueries for the parts of a query that cannot ...

15 A multi-layer client-server queueing network model with synchronous and asynchronous messages

S. Ramesh, H. G. Perros

October 1998 **Proceedings of the first international workshop on Software and performance**

Full text available:  [pdf\(1.52 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

16 Frameworks for component-based client/server computing

Scott M. Lewandowski

March 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 1

Full text available:  [pdf\(243.81 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Introducing client/server technologies in information systems curricula

Abhijit Chaudhury, H. Raghav Rao

September 1997 **ACM SIGMIS Database**, Volume 28 Issue 4

Full text available:  [pdf\(1.02 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

One goal of information systems (IS) departments in business schools is to train IS professionals with the necessary technical skills to support the IS function in companies. This paper suggests that changes are needed for most current IS curricula to meet the

technical requirements of the client/server (C/S) world of technologies. It is hoped that the ideas presented here will stimulate debate and discussions as to how this transition can be accomplished.

Keywords: client/server system, information systems education

18 Distributed servers architecture for networked video services

S.-H. Gary Chan

April 2001 **IEEE/ACM Transactions on Networking (TON)**, Volume 9 Issue 2

Full text available:  pdf(300.02 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: architecture, caching schemes, distributed servers, network channels and local storage, tradeoff, unicast and multicast, video-on-command

19 Performance Workload Char. and Adaptation: Improving web performance by client characterization driven server adaptation

Balachander Krishnamurthy, Craig E. Wills

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available:  pdf(241.76 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We categorize the set of clients communicating with a server on the Web based on information that can be determined by the server. The Web server uses the information to direct tailored actions. Users with poor connectivity may choose not to stay at a Web site if it takes a long time to receive a page, even if the Web server at the site is not the bottleneck. Retaining such clients may be of interest to a Web site. Better connected clients can receive enhanced representations of Web pages, such ...

Keywords: client characterization, client connectivity, server adaptation

20 Ubiquitous WWW: Profiles for the situated web

Lalitha Suryanarayana, Johan Hjelm

May 2002 **Proceedings of the eleventh international conference on World Wide Web**

Full text available:  pdf(263.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The World Wide Web is evolving into a medium that will soon make it possible for conceiving and implementing situation-aware services. A situation-aware or situated web application is one that renders the user with an experience (content, interaction and presentation) that is so tailored to his/her current situation. This requires the facts and opinions regarding the context to be communicated to the server by means of a profile, which is then applied against the description of the application o ...

Keywords: CC/PP, XML, profiles, situated-aware applications, vocabulary, web architecture

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